

Casey Manning

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caseymanning.github.io

EDUCATION

Stanford University 2020 - 2024

Studying Computer Science, graphics specialization.

The Nueva School 2016 - 2020

Coursework includes: Linear Algebra, Physics Research, Advanced Machine Learning, Self-Balancing Robotics

EXPERIENCE

Stanford Virtual Human Interaction Lab AUGUST 2021 - PRESENT

Participated in VR intensive training seminar program, working as a research assistant creating 3D environments for university virtual education research project.

Temple Allen Industries MARCH 2021 - JUNE 2021

Developed a web app for remote control and monitoring of robotic systems. Worked on computer vision systems to control robot motion planning. Created web visualizer and data analytics to show real time abrasion patterns.

Playground Global JUNE 2019 - AUGUST 2019

Set up and programmed robotic arm to autonomously cook omelettes. Designed and trained computer vision system to control the cooking routine. Designed and built iOS app and database for custom omelette orders.

Teaching Introductory Programming APRIL 2017 - PRESENT

Teach students 9 - 14 years old using custom curriculum ranging from basic computer science in Scratch to AP CS and beyond. Guided students through making 3D games, networked chat apps, and image manipulation programs.

FRC Robotics SEPTEMBER 2016 - 2020

Taught Java / OOP; worked on computer vision, autonomous robot control, and automatic camera calibration.

PROJECTS

Stanford XR SEPTEMBER 2021 - PRESENT

As part of the Stanford XR Immerse program, created an AR art application for making collaborative 3D virtual murals to share with other users.

Amanu — iOS Puzzle Game JUNE 2016 - AUGUST 2016

Created Amanu, a puzzle game where the player solves puzzles via gravity manipulation. Released on the app store at the end of the summer: <https://itunes.apple.com/us/app/amanu/id1142733267>

Unity Game Development SEPTEMBER 2016 - JUNE 2021

Created a variety of 2D & 3D unity games, available at <https://spaaace.itch.io/>

3D Modeling in Blender SEPTEMBER 2017 - PRESENT

3D modeling, rendering, and animation projects: <https://caseymanning.github.io/#artwork>

SKILLS

C++ Java JavaScript Python Robotics 3D Modeling [Blender & Fusion 360] Keras Swift C# Unity